

### CAT AND RAT

*Grades:* 3-8.

*Equipment:* None.

*Formation:* The players sit in their own seats. One child is chosen to be cat and another, rat.

*Rules of the Game:* The cat chases the rat. When the rat is about to be tagged, he may sit with someone, and this player becomes the rat. If the cat tags the rat, the rat becomes the cat. If a cat becomes tired of running, he may choose someone to take his place. Variation—When the rat is about to be tagged, he sits with the last player in the row. This player moves up and sits with the player in front of him, who then moves. This continues, making the first player in that row the rat. The cat then chases the new rat.

### CHANGING SEATS

*Grades:* 1-6.

*Equipment:* None.

*Formation:* All the players are seated. One leader stands in front.

*Rules of the Game:* The leader gives the command, such as “change right”, “change left”, “change front”, “change rear”, all players moving in the direction of the command. The players who are forced into the aisles next to the side, or rear walls, or the front of the room, run to the vacant seats at the opposite side, front, or rear of the room.

### CHASE THE ANIMAL AROUND THE CIRCLE

*Grades:* 1-4.

*Equipment:* Two balls, or bean bags, varying in color or size.

*Formation:* Players stand in a circle. The objects are given names such as Rabbit and Hound.

*Rules of the Game:* One of the objects is passed from player to player. When the first object gets about halfway around the circle, the second is started. If the second catches the first the Hound wins. If the first one catches the second, the Rabbit wins.